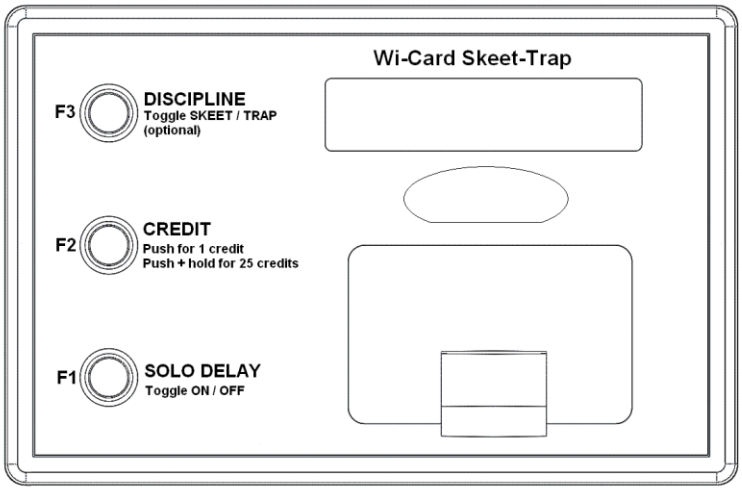
Claymate... Technology that Counts

Wi-Card Skeet-Trap Claymate
Operator and User Manual



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Thank you for purchasing a Promatic Wi-Card Skeet-Trap Claymate.

The Promatic Wi-Card Sporting Claymate is part of the Promatic Claymate shooting ground management system, which maintains the integrity of shooting disciplines, enables charging for released targets and provides auditing functions to optimise your ground.

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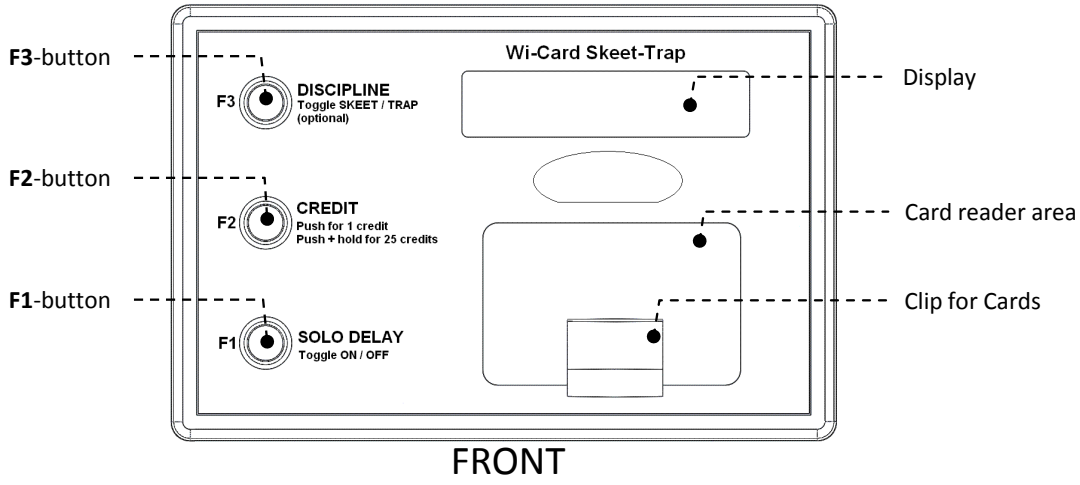
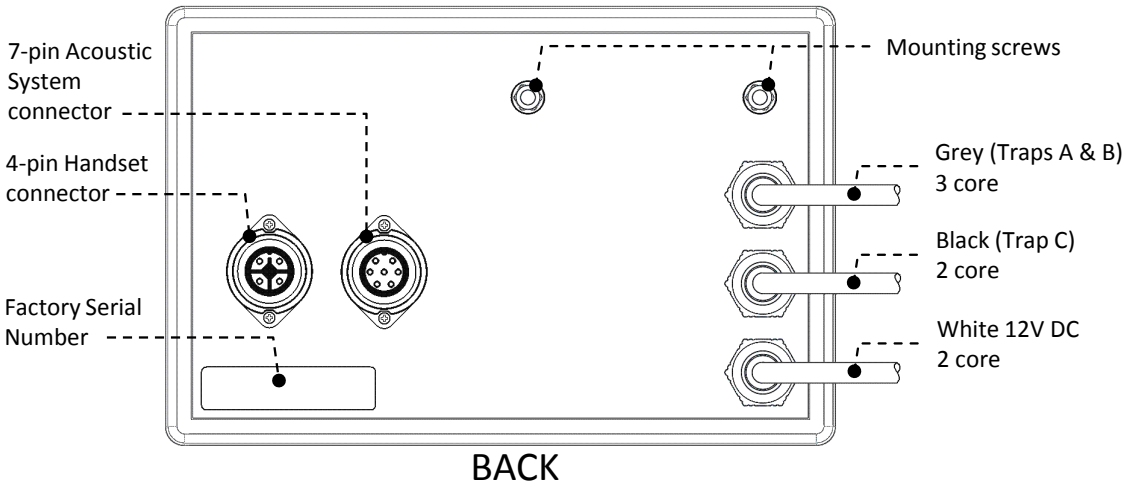
1.0 The Controller and Accessories

The Promatic Wi-Card Skeet-Trap Claymate set consists of:

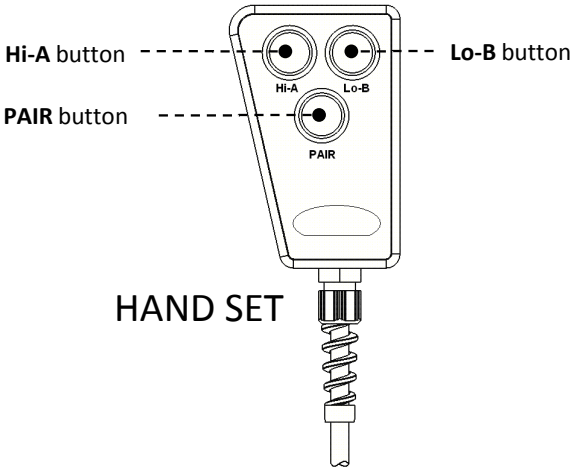
- 1 Controller
- 1 3-button Handset with 50m cable (Skeet only)
- 1 Trap End Break Out Box (Trap End BOB) (Trap only)
- 1 Wall Bracket or Floor Stand



FRONT


7-pin Acoustic System connector
4-pin Handset connector
Factory Serial Number
Mounting screws
Grey (Traps A & B) 3 core
Black (Trap C) 2 core
White 12V DC 2 core

BACK



HAND SET

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1.1 Connecting the handset

The supplied Handset can be connected to the 4-pin Handset Connector mounted on the rear of the Controller.

1.2 Connecting your Controller for Skeet without Acoustic System

The Wi-Card Skeet-Trap Claymate Controller has two connectors and three cables exiting the rear of the controller to connect directly to Promatic traps. The grey cable with 3-pin plug connects to both Skeet traps. The black cable connects the trap discipline. The white cable is connected to locally positioned 12v DC supply.

Grey - SKEET ONLY	Black core 1 connects to trap Hi-A release (L-pin 3-pin connector) Black core 2 connects to trap Lo-B release (N-pin 3-pin connector) Green/Yellow core connects to the neutral (0v) trap Hi-A and Lo-B (E-pin 3-pin con.)
Black - TRAP ONLY	Brown core connects to trap C release (L-pin 3-pin connector) Blue core connects to trap C release (N-pin 3-pin connector)
White -	Brown core connects to positive (+) 12v DC Blue core connects to negative (-) 0v DC

1.3 Connecting your Controller for Trap (and Skeet) with Acoustic system

Connection when using an acoustic system is as follows:

Connect the Controller with the Acoustic System using the 7-pin connector. The 7-pin connector supplies the power supply to the Controller, receives release signals from the Acoustic System and sends release signals to the trap.

Cable connections if including the Skeet Discipline:

Grey - SKEET ONLY	Black core 1 connects to trap Hi-A release (L-pin 3-pin connector) Black core 2 connects to trap Lo-B release (N-pin 3-pin connector) Green/Yellow core connects to the neutral (0v) trap Hi-A and Lo-B (E-pin 3-pin con.)
Black -	Do not connect Do not connect
White -	Do not connect Do not connect

Ensure that the not connected cable cores are sufficiently insulated to avoid short circuiting.

NOTE: For any other wiring options or using the Claymate with traps of other brands, please contact us to discuss your requirements. Operation of Claymate Controllers below 10V is not recommended.

1.4 Button Test

After connecting the Controller and Handset, press each button, one by one to do a button test and confirm correct connection of the Handset. A sound will be heard and the button description can be read on the display of the Controller.

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2.0 First Time Run / Quick Start

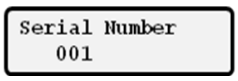
When a new Controller is connected for the first time the display will ask for a MasterCard to be shown.

Insert the MasterCard in the clip on the front of the Controller. The Controller then will ask to add a Discipline: Skeet or Trap.

- To add Skeet press **F2** to select.
- Or to add Trap press **F1** to change from Skeet to Trap and press **F2** to select the Trap Discipline.

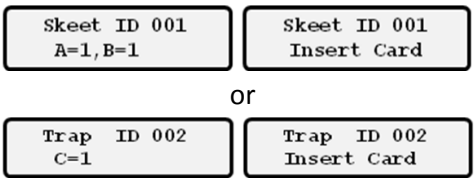
After selection of a Discipline the Controller automatically adopts the unique Ground Code and local settings. To add a second Discipline see chapter 3.13 of this manual.

Once the ground code is displayed, remove the MasterCard and the ground's unique Serial Number will be briefly displayed. This number can be used for auditing the traps. (See Claymate Card Reset Unit Manual for details)



The display will now alternate between 2 screens

1. Shows discipline, unit ID and target count per trap.
2. Shows discipline, unit ID and requests card.



Assuming the connected traps are single throwers, and the ground is running target based cards, the Controller is now ready for use by shooters.

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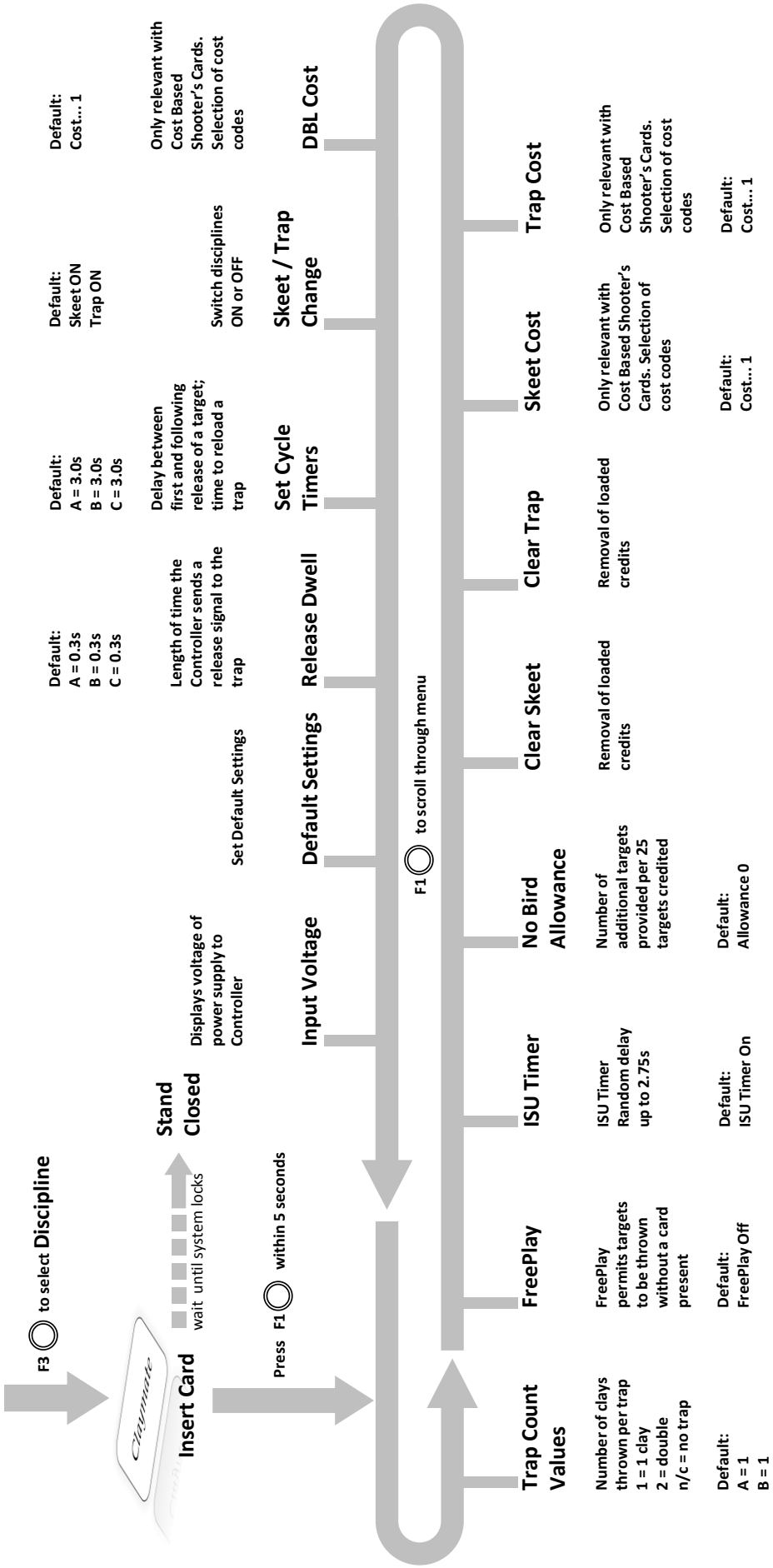
F3 to select Discipline
Insert Card
wait until system locks
Stand Closed
Press F1 within 5 seconds
Displays voltage of power supply to Controller
Input Voltage
Set Default Settings
Default Settings
Length of time the Controller sends a release signal to the trap
Release Dwell
Default: A = 0.3s B = 0.3s C = 0.3s
Delay between first and following release of a target; time to reload a trap
Set Cycle Timers
Default: A = 3.0s B = 3.0s C = 3.0s
Switch disciplines ON or OFF
Skeet / Trap Change
Default: Skeet ON Trap ON
Only relevant with Cost Based Shooter's Cards. Selection of cost codes
DBL Cost
Default: Cost... 1
F1 to scroll through menu
Trap Count Values
Number of clays thrown per trap 1 = 1 clay 2 = double n/c = no trap
Default: A = 1 B = 1 C = 1
FreePlay
FreePlay permits targets to be thrown without a card present
Default: FreePlay Off
ISU Timer
ISU Timer Random delay up to 2.75s
Default: ISU Timer On
No Bird Allowance
Number of additional targets provided per 25 targets credited
Default: Allowance 0
Clear Skeet
Removal of loaded credits
Clear Trap
Removal of loaded credits
Skeet Cost
Only relevant with Cost Based Shooter's Cards. Selection of cost codes
Default: Cost... 1
Trap Cost
Only relevant with Cost Based Shooter's Cards. Selection of cost codes
Default: Cost... 1

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3.0 The Service Menu

The Controller's Service Menu can be accessed by the MasterCard and GroundCard to change advanced settings if required.

Before presenting a MasterCard or GroundCard select the correct Discipline

To access the Trap Count Values of the required Discipline. (Only necessary if both Skeet and Trap Discipline are activated)

3.1 Card detection and automatic Audit

The Controller detects each type of card presented to the unit. When a MasterCard is inserted, the Controller will immediately write the audit record to the card. This audit data will be read by the Card Reset Unit for keeping track of how many targets have been released from each Discipline.

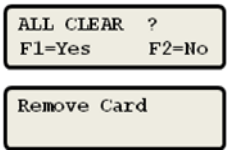
3.2 Controller Lock

The stand can be closed preventing any trap operation.
Present a MasterCard or a GroundCard and WAIT approximately 4 seconds until the System Locks.
A tone will be heard and you can remove the card.

The display will show that the stand is closed and which card closed the stand.

<M> MasterCard
<G1> GroundCard 1
<G2> GroundCard 2

To re-open the stand, apply a MasterCard or GroundCard.
The display will ask you to confirm that all is safe to proceed.
Press **F1** to open the stand again, or simply remove the card or press **F2** to cancel.



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3.3 Accessing Service Menu

Insert a MasterCard or GroundCard in the clip **and press F1 within 4 seconds** to access the Service Menu and show the Trap Count Values.

or

NOTE: Depending on what Discipline(s) have been activated and which Discipline has been chosen before presenting the card, the display will show either the Trap Count Values for Discipline Skeet (A and B) or Discipline Trap (C).

3.4 Trap Count Values

Use to set target count per trap, or to disable a trap. The Trap Count Values can be set to 1, 2 or n/c, corresponding to single trap, double trap and no trap connected.

Discipline = Skeet (select Discipline (**F3**) before applying card)

A = 1 Trap A is counted as a single target
A = 2 Trap A is counted as a double target
A = n/c Trap A is not connected

B = 1 Trap B is counted as a single target
B = 2 Trap B is counted as a double target
B = n/c Trap B is not connected

- To set a different Trap Count Value for trap A, press the **Hi-A** button on the handset. By repeatedly pressing the **Hi-A** button the value will cycle through 1, 2, n/c.
- To set a different Trap Count Value for trap B, press the **Lo-B** button on the handset. By repeatedly pressing the **Lo-B** button the value will cycle through 1, 2, n/c.

Discipline = Trap (select Discipline (**F3**) before applying card)

C = 1 Trap C is counted as a single target
C = 2 Trap C is counted as a double target
C = n/c Trap C is not connected

- To set a different Trap Count Value for trap C, use the Acoustic system to cycle through values 1, 2 and n/c.

NOTE: The Controller does not automatically detect if a trap is connected. If a trap is not connected, set the Trap Count Value to n/c, otherwise the shooter will be charged for non existing targets.

If in the Trap Discipline the Trap Count Value is set to n/c, the Discipline will still be visible to the customer, but no targets can be released. Similar when switching both traps to n/c in Skeet.

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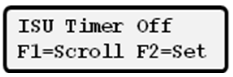
3.5 FreePlay *MasterCard Full Access, GroundCard OFF Only*

Permits targets to be released without a Shooter Card present, normally used for competition days. The Controller continues auditing during FreePlay mode.

- Enabling FreePlay: in the FreePlay menu press **F2**. Enabling of FreePlay is only possible with an activated MasterCard. (See Claymate Card Reset Unit manual for activation of MasterCard.)
- Disabling FreePlay can either with the MasterCard or the GroundCard. When in the FreePlay menu press **F2**.

3.6 ISU Timer

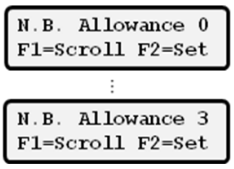
Toggle between ISU Timer ON and OFF. The ISU Timer is ISSF compliant: providing a random delay between 0 and 2.75 seconds in the Trap discipline and a random delay between 0 and 1 second in the Skeet discipline.



- In the Target Limit menu press **F2** to toggle between ON and OFF.

3.7 No Bird Allowance (N.B. Allowance)

The No Bird Allowance (N.B. Allowance) compensates for a potential number of 'No Birds' per 25 credited targets. The N.B. Allowance can be set to 1, 2 or 3 targets for each 25 targets credited by the customer prior to shooting.



- In the N.B. Allowance menu press F2 to enter and scroll through 0, 1, 2 or 3.

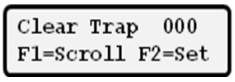
3.8 Clear Skeet

Clear Skeet enables clearance of credited targets in the Skeet Discipline. This function can either be used to clear an accumulation of No Bird Allowance targets or offers the option of discretional return of excess of uploaded credits by a customer. In this case take note of the number of targets before clearing, which can be re-credited later using the Claymate Card Reset Unit.

- In the Clear Skeet menu press **F2** to remove any credit.

3.9 Clear Trap

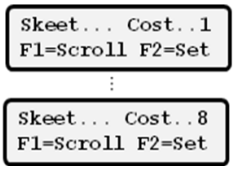
Clear Trap enables clearance of credited targets in the Trap Discipline. This function can either be used to clear an accumulation of No Bird Allowance targets or offers the option of discretional return of excess of uploaded credits by a customer. In this a case take note of the number of targets before clearing, which can be re-credited later using the Claymate Card Reset Unit.



- In the Clear Trap menu press **F2** to access Clear Trap and to remove any credit.

3.10 Skeet Cost *MasterCard Only*

The Skeet Cost function is only relevant when using cost based Shooter's Cards. The relevant cost code (1 to 8) can be selected to correspond with the costs set in the Claymate Card Reset Unit.



- In the Skeet Cost menu press **F2** to change the cost code. Repeated pressing of **F2** will cycle through cost codes 1 to 8.

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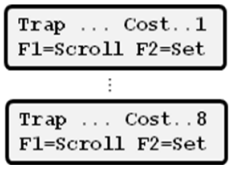
3.11 Trap Cost *MasterCard Only*

The Trap Cost function is only relevant when using cost based Shooter's Cards. The relevant cost code (1 to 8) can be selected to correspond with the costs set in the Claymate Card Reset Unit.

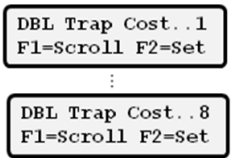
- In the Trap Cost menu press **F2** to change the cost code. Repeated pressing of **F2** will cycle through cost codes 1 to 8.



3.12 DBL Cost *MasterCard Only*

The DBL Cost function is only relevant when using cost based Shooter's Cards and a Double Trap. The DBL Cost function can be used to adjust the price charged for a Double Trap in the Trap Discipline. The default would be set as a 2 x Trap Cost. Instead a relevant cost code (1 to 8) can be selected to correspond with the costs set in the Claymate Card Reset Unit.

- In the DBL Cost menu press **F2** to change the cost code. Repeated pressing of **F2** will cycle through cost codes 1 to 8.

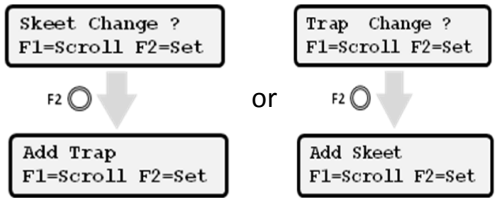


3.13 Skeet/Trap Change

The Skeet / Trap Change menu responds interactively to which Disciplines have been selected. The Skeet / Trap Change menu allows enabling and disabling of the Skeet and Trap Disciplines.
The customer will not see or be able to access a switched off Discipline.

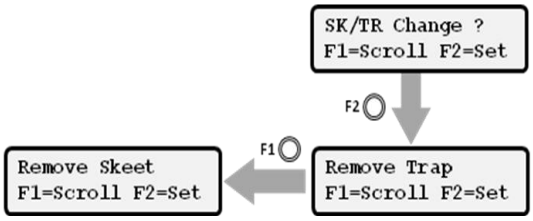
How to add a second Discipline

- In the Skeet/Trap Change menu press **F2** to enter sub-menu
- Press **F2** to add the second Discipline or **F1** to exit Skeet/Trap Change menu
- The Controller will reset itself (Press **F1** again within 4 seconds to enter the Trap Count Value Menu)



How to remove a Discipline

- In the Skeet/Trap Change menu press **F2** to enter sub-menu
- Press F2 to remove Trap or **F1** to select Skeet, followed by **F2** to remove Skeet. Pressing **F1** instead will exit the Skeet/Trap Change menu
- The Controller will reset itself (Press **F1** again within 4 seconds to enter the Trap Count Value Menu)



Note: this should not be confused with the Trap Count Values set to n/c. When a trap is set to n/c, the respective Discipline can still be accessed by the customer, but no targets can be released from the switched off trap.
When removing a previously activated Discipline, the Claymate Audit System will maintain it's ground ID number. When re-activating the Discipline, it will continue with this ID number.

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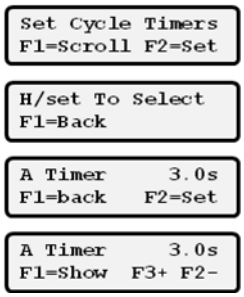
3.14 Cycle Timers (default 3.0s)

The Cycle Timer sets the delay between a first and following release of a target to give the connected traps enough time to reload before sending additional release commands. (2.0 to 9.9s)

A = delay between first and following release from trap A
B = delay between first and following release from trap B
C = delay between first and following release from trap C

- Press **F2** in the Set Cycle Timer menu.
- On the handset, press the **A**, **B** to select the individual cycle timer of the trap. To select trap C, use the Acoustic System.
- Press **F2** to select to adjust the timer.
- Press **F2** to decrease or **F3** to increase the timer.
- Press **F1** to try the setting. Upon pressing **F1**, the Controller will release a following pair after 3 audible beeps.
- Press **A** or **B** on the handset or send a signal from the Acoustic System (trap C) to return to the Cycle Timer menu.

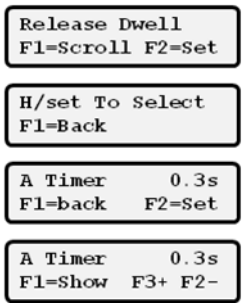


NOTE: Any call for a target using a trap which is still cycling will be ignored by the Controller.

3.15 Release Dwell (default 0.3s)

Length of signal given by the Controller to a trap for releasing a target. The default value is set for 0.3s but can be adjusted (0.2 – 2.0s) to suit other makes of traps.

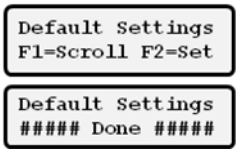
- Press **F2** to enter the Release Dwell settings.
- Press the **A** or **B** button on the handset to adjust the specific trap Release Dwell timer. To select trap C, use the Acoustic System.
- Use **F2** to reduce or **F3** to increase the Release Dwell.
- Press **F1** to try the setting. Upon pressing **F1**, the Controller will send the Release Dwell signal to the trap after 3 audible beeps.
- Press the **A** or **B** button on the handset or send a signal from the Acoustic System (trap C) to return to the Release Dwell menu.
- Press **F1** to return to the Scroll Menu.



3.16 Default Setting

Resets cycle timer and dwell timer settings to factory standards.

- Press **F2** to reset the cycle timer and dwell timer values to factory standards.



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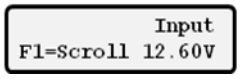
Factory Settings

Trap A:	1 (single)	Notes: _____
Trap B:	1 (single)	_____
Trap C:	1 (single)	_____
FreePlay:	OFF	_____
ISU Timer:	OFF	_____
No Bird Allowance:	0	_____
Skeet Cost Code:	1	_____
Trap Cost Code:	1	_____
DBL Cost Code:	1	_____
SK/TR Change:	Skeet OFF or Trap OFF	_____
Cycle Timers:	A = 3.0 seconds	_____
	B = 3.0 seconds	_____
	C = 3.0 seconds	_____
Release Dwell:	A = 0.3 seconds	_____
	B = 0.3 seconds	_____
	B = 0.3 seconds	_____

3.17 DC Input Voltage

Displays the voltage of the power supplied to the Controller. It is advised not to run the controller below 10v DC.



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4.0 Help

The Traps do not release targets

- Check that the stand is not CLOSED (see chapter 3.2) and that the respective Discipline is enabled. (see chapter 3.13)
- Check that the applied card is valid (from your ground) and that it has some credits remaining.
- Check that you can hear the release relays clicking inside the Controller. (Check the supply voltage with a meter or use the Menu feature to ensure that the supplied voltage is healthy.
- Check that the Trap Count Values are set to 1 or 2 and NOT "n/c" (Not Connected) (see chapter 3.4)
- Check that the traps are switched ON and have some targets loaded.
- Check that the trap battery or power supply is at the correct voltage if using a local Controller Battery. (see chapter 3.17)
- Check that any Radio Receiver is connected, the right receiver for the transmitter and is receiving an adequate signal from the Transmitter.
- Check that the Dwell Release is appropriate for the trap. (see chapter 3.9)

When calling for another target, the handset or Acoustic System does not seem to respond

- The Controller will ignore any requests from the Handset if the called traps are still cycling. (see chapter 3.14)

When I release a target I get charged for two targets.

- The Trap Count Value is set to 2 (counting two targets)

I need to remove a trap temporarily from the Stand.

- In Trap Count Values section of the main menu, set the value of the trap you wish to disconnect to read "n/c". (see chapter 3.4)
  The Controller will not send a release signal to the trap and will not count a target on the Shooter's Card.

Can I use other makes of traps?

- Yes. The Claymate system has been developed to be able to control any type of traps up to 110V AC. It is however recommended to use two similar traps for the Skeet Discipline to avoid wiring problems. If in doubt... Call us.

I get two birds when pressing either A, B or Pair on the Handset

- Check that the wiring to the two skeet traps is connected correctly. The common core (yellow-green) should be connected to the neutral and the black cores to the switching wire.

What happens if I loose power to the Controller?

- All System settings such as Target count, dwell timers and Stand CLOSED are stored. When power is restored, the System wakes up with no loss of data*.

If you have any problems setting up or using your Wi-Card Skeet-Trap Claymate please call Promatic on +44 (0) 151 327 2220 or email info@promatic.co.uk.

Visit us at www.promatic.co.uk

* In order to extend the life of the internal memory, The Sporting Claymate writes the latest audit information every 4th thrown target. Switching off the controller could result in an audit error of up to 3 targets.
If you remove the Controllers to a storage facility overnight, you can ensure an accurate audit by using the MasterCard to read the audit before removing power.

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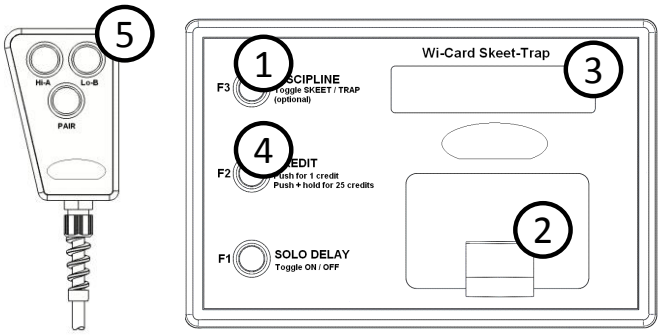
5.0 User Instructions



1. Select Discipline (Trap or Skeet)
2. Place Card in clip
3. Display shows credit value remaining and card validity as well as target settings
4. Press **F2** to add credits from one or multiple cards. Press **F2** and hold to credit 25 targets from a card.
   Remove card after uploading credits.
5. Skeet: Use handset to release targets from A, B or as a pair
   Trap: Use the Acoustic System to release targets or press any button on the handset

DISCIPLINE (F3) to toggle between Skeet and Trap Discipline.

CREDIT (F2) Allows to credit targets from one or multiple cards. Insert a card and press once for 1 target. Press and hold for crediting 25 targets. If 'No Bird' allowance is provided, these will be added with each 25 targets credited.

SOLO DELAY(F1) will give you an audible 3 seconds delay. Press to switch Solo Delay ON or OFF.

It is possible to change Discipline at any time. Credits cannot be transferred from Skeet to Trap or from Trap to Skeet.

You can run the controller directly from a card without uploading credits prior to shooting.
An extra delay might be experienced before releasing a target.

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